IBM

NFL Pro League

Football

Player's Guide

Introduction

Practice is over! You've played the competition; now it's time to bang heads with the big boys! Welcome to *NFL Pro League Football*—the most comprehensive simulation of NFL football ever created!

Coach your favorite NFL team through a full schedule of hard-hitting action, or create your own team using the Pro Draft and Pro Trader modules. Play head-to-head match-ups either locally or via modem. Create a league and play scheduled games in either head-up or Micro Sports' exclusive Game Plan mode. Whatever your preference, *NFL Pro League Football* can deliver! What's more, each play is tracked by the Stats Keeper module, which provides pages of the most complete statistical reports found in *any* computer game!

Game Features

Here are some of the features you'll find in *NFL Pro League Football*:

- Up to 35 years of authentic NFL teams, with full rosters made up of *actual* NFL players.

- The ability to manage four separate leagues.

- A Pro Draft module that allows you and your friends to create fantasy teams.

- A Pro Trader module so you can trade players among teams.

- Auto Play mode for rapid simulation of scheduled games.

- True modem play.

- Two play styles—Head Up or Game Plan mode.

- Stunning graphics.

- Play-by-play commentary.

How to Use This Manual

Your owner's manual contains five main sections and a glossary:

Getting Started—Includes the hardware requirements for *NFL Pro League Football* as well as how to install and load the program.

Playing NFL Pro League Football— Contains chapters that describe the Game Setup Screen, tell how to play the Head Up game, or the Game Plan game and lead you through your first modem play connection.

Game Utilities—A series of seven chapters, each devoted to one of the utilities found in *NFL Pro League Football*.

Glossary of Terms—Your resource for football terminology and game strategies.

Get in the Game!

To get the most out of *NFL Pro League Football*, play it with a friend, either at the keyboard or via modem. If you can't find an opponent locally, you can always find worthy competition on commercial bulletin board services. What's more, these services frequently sponsor leagues, with online section leaders acting as league commissioners. So, what are you waiting for? Get online and get in the game!

Getting Started

System Requirements

Here's what you need to play *NFL Pro League Football*:

- 486/25 MHz IBM or 100% compatible PC (486/33 MHz recommended)
- 8 MB RAM
- VGA graphics capabilities
- MS-DOS version 6.0 or higher
- Sound Blaster™, Adlib or 100% compatible sound card
- 22 MB free hard disk space
- CD-ROM drive (double speed)
- Mouse

Optional Equipment

- Hayes-compatible modem
- A printer that supports 132-column printing

Installing *NFL Pro League Football*

Follow this procedure to install *NFL Pro League Football* into your hard drive:

1. Insert the CD-ROM into your CD-ROM drive and type the drive identifier followed by a colon (e.g., D:). Press <ENTER>.

2. Type INSTALL and press <ENTER>.

3. Follow the on-screen prompts.

4. After the install program is finished, it displays a configuration menu. Choose your sound and print options from this menu.

Defining 'Select'

You will see the term "Select" used in most sections of this game manual. There are two ways to select an item:

1. Using your keyboard's direction arrow keys, move the dotted highlight box to the item you want to choose. Press <ENTER> to select the item.

2. Using your mouse, move the mouse pointer over the item you want to choose.

Click the left mouse button to select the item.

Hint: It is much easier to select items using the mouse.

Selecting Pull-Down Menus

Nearly every screen has a bar at the top with two or more pull-down menus. To select a menu, or move the cursor to the title you want and hit <ENTER>.

When you select a pull-down menu, a list of menu items appears. If you are using a mouse, click on the menu item you want to execute. If you are using the keyboard, use the up and down direction arrows to highlight the item you want to select. Press <ENTER> to make your choice.

To clear a drop-down menu without making a selection click the left mouse button outside the menu.

The <ESC> Key

You can also use the <ESC> key to clear dialog boxes from the screen and cancel selections in process.

The <ESC> key also serves as a quick-exit key from all programs within *NFL Pro League Football*. You will, however, be prompted to confirm your exit when you press the <ESC> key to perform a quick exit.

Loading the Game

To load *NFL Pro League Football*, change to the drive and directory where you installed the game (e.g., C:\PLF95). Type PLF95 and press <ENTER>. The General Manager menu appears.

The General Manager Menu

General Manager provides you with an easy-to-use interface and a few extra features that make playing *NFL Pro League Football* as easy as possible. This is the *General Manager Menu* screen:

General Manager Features

The top of the screen houses four pull-down menus:

Help—provides a list of hot keys and a description of each on-screen selection.

Utility—allows you to view playoff pairings for a selected league.

File—allows you to view game credits and exit the game.

Print—gives you the option of printing a game plan form or the predesigned plays. See *Printing Playbooks* for more information about printing predesigned plays.

The middle of the screen is filled with team helmets and league logos. Select any one of the helmets to view the team's single-season record holders. Select the league logos to view league records.

The bottom of the screen is filled with buttons corresponding to the different modules in *NFL Pro League Football*. Each is discussed in detail later in this manual.

Printing Playbooks

When you press <F8> or choose *Print Playbook* from the *Print* menu, the game asks you if you want to print the playbook *Form* or *Diagram*. The *Form* is a coded listing of each predefined offensive, defensive, and special teams play.

Choose *Diagram* to print graphical representations of the predefined plays. You can print them in any formation (using a laser printer only).

The game asks you to select an offensive formation, defensive formation, printer type, and play types to print. This is the list of

play types:

- Offensive Run Plays (01–30)
- Offensive Run Plays (31–44)
- Offensive Pass Plays (45–74)
- Offensive Pass Plays (75–94)
- Run Defense Plays (01–30)
- Run Defense Plays (31–46)
- Pass Defense Plays (47–76)
- Pass Defense Plays (77–94)
- All Plays (Offense and Defense)

After your selection has printed, the play selection menu reappears. Choose another set of plays to print or select *Exit Playbook Printing* to return to the General Manager.

Game Setup

The *Game Setup* menu is the launch pad for all *NFL Pro League Football* action. This is where you set all game parameters, such as the teams that are playing, the type of game being played, and a number of other important options. Each choice on the *Game Setup* screen is described on the following pages.

Using the Game Setup Screen

To change default options on this screen, select the corresponding gray button multiple times until the desired choice appears in the blue box to the right. Keyboard users: navigate using the arrow keys, and press <ENTER> to change the default options.

Game Options

The following is a description of each option on the left side of the *Game Setup* screen:

Play Method

This sets the type of game you are going to play. The choices are *Head Up* and *Game Plan*. In a *Head Up* game, you call each play and make all coaching decisions in real time. A *Game Plan* game requires you to fill out a strategy sheet. The computer then uses the decisions you and your opponent made on your strategy sheets to simulate the game. See the chapter titled Playing *NFL Pro League Football* for more information about each of these play methods.

Game Type

The options for this category are *Normal*, *Modem*, *Repeat*, and *Autoplay*. Choose *Normal* to play *Head Up* or *Game Plan* games locally (on your PC). Choose *Modem* to play *Head Up* games via modem. Choose *Repeat* to replay a *Game Plan* game and receive the same result each time. This game type is used in commissioner-run leagues to ensure consistent results. Choose *Autoplay* to quickly simulate *Game Plan* games or replay an entire NFL season.

Tie Resolution

This determines how the game will continue if there is a tie score at the end of regulation. *Overtime* means the teams will play one overtime period. The first team to score in that overtime period wins the game. *Sudden Death* means the game will continue until a team scores (however long that takes!). *Tie* means the score will remain tied.

Computer's Team

This determines which team the computer will coach. Make this selection only if you are playing against the computer. Otherwise, it is not applicable.

Teams

The *Teams* button functions differently for league and exhibition games. See *League To Use* for instructions on choosing a league or exhibition game.

Exhibition Games: You must first choose a *Visitor* or *Home* team. Select either choice. A menu is displayed containing all the NFL teams. Choose a team, and then choose a year from the subsequent menu. Repeat this process to select the opposing team.

League Games: The game displays the appropriate league schedule (based on the league selected in the *League To Use* box). Select a game from the schedule. League games that have already been played do not appear.

League to Use

Use this button to choose a league or exhibition game. To play an exhibition game, cycle through the choices until *Exhibition* appears. To play a league game, select a league file to open.

Vis. Game Plan

If playing a *Game Plan* game, select how the visitor will generate his strategy sheet. The choices are *Computer* (the computer generates the sheet), *Saved* (the computer will read a predefined strategy sheet from disk), and *Manual* (the player creates the sheet before the game begins).

Home Game Plan

Same as *Vis. Game Plan*, but for the home team.

Weather

Here is where you decide if you want to use weather effects in your game. If you choose *Use*, you then have the choice of manually or automatically setting the weather (see *Set Weather*). Choosing *Don't Use* puts you in Super Bowl conditions.

Set Weather

If you choose to use weather effects, this is where you decide if you want to set them yourself (*Manual*), or have the computer generate the conditions (*Computer*). If you select *Manual* you will set these conditions before the game begins:

- Temperature
- Wind Speed
- Type and Degree of Precipitation

Month of Play

For exhibition games, select the month of the game (*September–February*). This affects the temperature and type of precipitation, if any, during the game.

Injuries

This button allows you to turn injuries on (*Use*) or off (*Don't Use*) for your game.

Coin Toss

Choose which side of the coin the visiting team will call before the game (*Heads* or *Tails*).

Modem Play Options

These are the modem play options. You only need to set them if you are playing via modem.

Calling Coach

Choose which person will make the call, you or your opponent.

NOTE: Call waiting phone service can disrupt a modem connection, and must be temporarily disabled to play *NFL Pro League Football* via modem. If you or your opponent has this service, the player with call waiting must place the call. Otherwise, the service cannot be disabled, and you run the risk of being suddenly disconnected by an incoming call.

For more information about disabling call waiting, see the section titled *Dialing Prefixes* in the *Modem Play* chapter.

Caller's Team

This selection works with the *Calling Coach* button. The caller has the option of choosing which team he will coach, the *Home* team or *Visitor.*

Comm Port

This is where you tell the game where your modem is connected to your computer. Select the appropriate port (C*om1–Com4*). If you choose *Com3* or *Com4*, the computer gives you the option of setting the base memory address and interrupt used by your modem. See your modem manual for these settings.

Dialing Prefix

If you are dialing from a touch-tone phone, choose *ATDT.* If you have pulse service, choose *ATDP.*

Modem Initializer

In rare occasions you may need to change the modem initialization string to use this module with your modem. If you determine that you are having trouble connecting because of an incompatible initialization, select this button and type the new string. Press <ENTER> when finished. Refer to your modem manual for details on what the initialization should be for your particular modem.

The Options Menu

The *Options* pull-down menu includes even more choices you can use to customize your game. These are summarized below.

Turf Preference

This is where you can designate your game to be played on artificial turf. After choosing this item, the game displays a box describing your choices. Choose *On* to use artificial turn; *Off* to use the field that corresponds to the weather conditions.

Uniform Color

Choose *White* to have the home team wear their white-colored jerseys; *Dark* to have them wear their dark jerseys.

Sound Effects

Here is where you can turn sound effects on or off.

Animation Speed

Choose this option to vary the game's animation speed. Input a number between 1 and 200, with 1 being the fastest and 200 being the slowest animation speed.

Autoplay Speed

When playing an *Autoplay* game, you can use this menu choice to determine how the animation will appear. If you choose *Fast*, the game will track the ball position and update the scoreboard for every game. This takes about 14 seconds per game on a 486DX2/66 machine.

If you choose *Real Fast*, the computer simply determines the outcome and reports the score, without updating the scoreboard throughout the game. This takes about 4 seconds per game on a 486DX2/66 computer. Both modes generate full statistics at the end of each game.

Game Summary

This option, if activated, tells the computer to prompt you at the end of each game to view game statistics. If you do not care to view game statistics after each game, turn this choice *Off.*

Starting the Game

When finished making selections, choose *Let's Do It!* to begin the game.

Playing *NFL Pro League Football*

Playing a Head Up Game

Whether you're playing against the computer or a friend, local or via modem, the Head Up game puts you in charge of all the NFL action! This section is designed to familiarize you with the Head Up screen, and teach you how to make your Head Up experience even more thrilling.

Game Setup Selections

To play a Head Up game, you must be sure that Play Method is set to *Head Up* on the Game Setup screen. All other selections on this screen are optional, and are covered in detail in the previous chapter.

The Head Up Screen

The Head Up screen is divided into six main sections, each of which is described on the following pages.

Pull-Down Menus

Across the top of all Head Up screens is a series of pull-down menus that allow easy access to some special game features. The following is a brief summary of the pull-down menus:

File—where you can save and restore your game, print game information, view game credits, or exit the game entirely.

NOTE: To restore a game, you must choose the same visiting and home teams on the Game Setup screen as are included in your saved game file. After the game animates the kick-off, choose Restore to resume the saved game.

Options—includes selections for displaying injury and weather reports, setting the play delay, changing the game scenario, enabling/disabling game sound and/or the play clock, and choosing the play calling method.

Game Stats—allows you to quickly review offensive and defensive statistics, as well as the drive summary, player ratings, and team tendencies.

Substitute—where you can substitute players for either the home or visiting team.

Display—this menu lets you set the animation scroll speed.

Scoreboard
The scoreboard keeps track of vital game information, including the score by quarter, possession, ball position, time-outs remaining, and time to go in the quarter.

Commentary
This is where the game reports the result of the previous play. It shows the offensive and defensive play, players involved, and result.

Field
In the center of the screen is a miniature view of the field that tracks the ball position during the game.

Play Clock
If enabled, the play clock displays the time remaining to call a play. If you don't call a play before the clock expires, you will be charged with a delay-of-game penalty.

This area also includes the play input boxes you use to call plays via the keyboard. In a Modem Play game this area includes the chat mode box.

Play Calling Buttons
Each of these buttons takes you to a different screen where you can call your play. If you choose *Call Preset Play*, the game displays the list of available plays from the *NFL Pro League Football* playbook. If you choose *Define Play*, the game displays the play design utility, where you can set your play manually.

Function Keys
The following function keys are active when playing a Head Up game. They give you an easy way to control how the game's animation functions.

<F9>—Manual scroll (use arrow keys)

<F10>—Follow ball

<F11>—Centers animation over the last active player

<F12>—Jump scroll (if on) will center on the ball or on the last active player.

Play Calling
There are two different ways to call plays during a Head Up game. You must use one method when playing against the computer or via modem, and the other way when playing against a friend on the same computer.

When playing a Head Up game against the computer or via modem, use the play calling buttons and their subsequent screens to call your plays. These buttons are labeled *Call Preset Play* and *Define Play*, and are at the bottom of the Head Up screen.

When playing against a friend on the same computer, you both can either type in the play number found on the enclosed play cards or use the play calling buttons.

If using the keyboard, the home team coach uses the numeric keypad to input his plays, while the visiting team coach uses the number row on the keyboard to call his plays. Make sure the Num Lock key is on before you begin.

The following describes how to call plays using the *Call Preset Play* and *Define Play* buttons. See the section titled *Play Calling — Two Human Players* for more information about typing in your play number.

Play Calling—Using Play Calling Buttons
Chose *Call Preset Play* or *Define Play* from the main Head Up screen.

Hint: It is quicker to call a preset play than design your own. If you are trying to conserve time, it is best to call a preset play. If, however, you want to keep your opponent on his toes, use the Define Play *feature.*

NOTE: Consult the *Glossary of Terms* at the end of this manual to learn definitions of any football terms found on the play calling screens.

Preset vs. Define

If you call a *Preset* play, the game asks if you want to call a run play, pass play, or kick play. Choose one of the three. The appropriate list of predefined plays appears on the play calling screen. Select a play from the play list.

If you decide to define your own play, the play design screen appears. To define a play, you must make decisions for each applicable subcategory on this screen (each of which is described in the Glossary of Terms). For example, you do not need to choose a receiver if you are calling a running play.

Time Out

Once you have selected or defined the play you want to call, you must decide if you want to call a time-out upon completion of the play. To call a time-out after the play is complete, select *Call Play Time Out*. Otherwise, select *Call Play No Time Out*.

Time management is very important in pro football, so be sure to call time-outs only when necessary. For example, don't call a time-out if one of these events will occur at the end of the play:

• The end of the quarter
• The end of the half
• The two-minute warning

These events stop the clock, so there is no need to call a time-out.

NOTE: If you call a time-out, the game will not charge it to you if your runner or receiver steps out of bounds or your quarterback throws an incomplete pass.

Play Calling—Two Human Players

You can use either the keyboard or the play calling buttons when playing against a friend on the same computer. The keyboard is the default. To change to using the play buttons, use the *Play Call* choice from the *Options* menu.

Using the Keyboard to Call Plays

If you decide to use the keyboard to call your plays, follow these guidelines. The plays are printed on your enclosed play card.

• The home team coach uses the *number keypad* to enter his plays (be sure Num Lock is on).

• The visiting team coach uses the *number row* to enter his plays.

Play Calling Syntax

You must input four characters when calling plays.

1st digit—Formation code (1–6, see play card for formation codes)

2nd & 3rd digits—Play number (01–99, see play card for play numbers)

4th digit—Time-out code
(0 = No T.O., 1 = T.O.)

For example: 1101
                          1 = Pro Set
                        10 = Play #
                          1 = T.O.

Player Substitution

If a player becomes injured, or is simply not playing up to his abilities, you can make a quick change using the Substitution menu. Follow this procedure to substitute players:

1. Click the Substitute pull-down menu and select a team, *Visitor* or *Home*. The list of standard formations appears.

2. Select the formation for which you want to substitute players. The list of players for that formation appears.

3. Select the player you wish to remove from that formation. A list of eligible replacement players appears.

4. Select a replacement player.

5. The game asks if you want to make this substitution globally (across all formations). Select *Yes* to substitute globally, *No* to substitute for only this formation.

6. Select *Exit* from the formation list to return to the game, or repeat steps 2–5 to make more substitutions.

Playing a Game Plan Game

Every week, NFL coaches scout their opponents and create detailed game plans to use in the coming game. *NFL Pro League Football*'s exclusive Game Plan mode simulates this experience, offering a unique and fun way to get inside the coach's mind!

Game Setup Selections

To play a game in Game Plan mode, you must choose *Game Plan* in the *Play Method* box on the Game Setup menu. In addition, you have three different ways of playing a Game Plan game, depending on what you choose in the *Game Type* box.

Normal—plays a single Game Plan game. If you play a league game, the computer updates season stats at its conclusion. If you play an exhibition game, the game does not update stats.

Repeat—plays a single game and generates the same outcome each time, given the same computer clock date. Use Repeat if you are in a league and want to watch the "official" results.

Autoplay—plays multiple games from a league schedule. Use this choice if you are running a seasonal simulation.

You also must set the *Home Game Plan* and *Vis. Game Plan* selections to play a Game Plan game. Choose whether you will create the game plan before the game begins (*Manual*), the computer will create the game plan (*Computer*), or the game plans are saved on your disk (*Saved*).

When you choose *Let's Do It!*, the game displays your game plan form (unless the computer is generating the plans). You can either modify the form or choose to leave it as is. When you press ESC, the form is written to the hard drive in the default directory, and the Game Plan module is loaded.

NOTE: Game Plan forms are written with the following file name convention: [TEAMYR.GPD]. TEAM = the first four characters of the team name, and YR = the year of the team. A game plan form for the 91 Redskins, for example, would be named REDS91.GPD.

Game Options

When you play a Game Plan game, the computer uses the same screens as it does when playing a Head Up game, with the following exceptions:

Play Calling

Two buttons labeled *Continue* and *No Pause* replace the play calling buttons on the main screen. Select *Continue* to have the computer animate the next play in the game. Select *No Pause* if you want the computer to animate each play of the game in succession without a break in the action.

Special Keys

The following keys have special functions in Game Plan mode and autoplay:

Space Bar—displays the pull-down menus when you are paused between plays.

<F>—toggles between fast and slow modes. Fast mode tracks the ball position without animating the plays, while slow mode animates each play.

<F1>—if playing in Autoplay mode, this tells the computer to finish simulating the current game, save the spot in the schedule, and return to the main menu.

1—toggles between animating a single play at a time (and pausing) and animating all plays without a pause. This key duplicates the functionality of the Continue and Next Play buttons.

Modem Play

True football excitement is just a phone call away with *NFL Pro League Football*'s modem play module! Modem play allows you to hook up with a friend and battle it out on the gridiron. Sure, playing against a computer can be entertaining, but one-on-one competition is where the fun *really* begins!

Equipment Needed

To play via modem, you and your opponent must each have a registered copy of *Pro League Football* and a modem capable of communicating at the same baud rate. The modem must be connected to the computer and turned on. *NFL Pro League Football*'s modem play module can accept baud rates from 1200–9600 bps.

Pregame Setup

Before establishing the connection, you must make several selections on the Game Setup menu. Follow the steps outlined below and on the following page to prepare for a modem-play connection. Be sure to follow these steps in order. If you need an explanation of any of these choices, they are summarized in the Game Setup chapter.

Hint: You may find it easier to make a voice call to your opponent while you are both making choices on the Game Setup screen. This way you can coordinate your selections before hanging up and making the modem connection.

Modem Play Setup: Step 1

Set the following options on the Game Setup screen:

Play Method—Head Up
Game Type—Modem
Opponent—Human

Modem Play Setup: Step 2

Set these choices, paying attention to the note below:

Note: These settings can vary according to your preferences, but with the exception of the Calling Coach choice, both players must make the same choice in a given category.

Tie Resolution—Tie, Overtime or Sudden Death

League to Use—League A–D (if league game) or Exhibition (if exhibition game)

Teams—Choose a Home and Visiting team, or a scheduled game if you are playing a league game.

Weather—Use or Don't Use

Set Weather—Manual or Computer

Month of Play—September through February

Injuries—Use or Don't Use

Coin Toss—Heads or Tails

Calling Coach—Me or My Opponent (must be different on each computer)

Caller's Team—Home or Visitor

Modem Play Setup: Step 3

Set optional parameters. These *do not* have to be the same on both computers.

Comm. Port—COM1-COM4

Dial Prefix—ATDT or ATDP

Modem Initializer—Select only if you need to change your modem's initialization.

Dialing Directory

Once you have made all your Game Setup choices and pressed *Let's Do It!*, the Dialing Directory screen appears. This is where you add and maintain your list of opponent's phone numbers.

Before adding an entry, read through the next two sections for tips on correctly entering your opponent's phone number.

Phone Number Syntax

You can enter the telephone number in one of two ways: without spaces between the numbers *or* with hypens as separators.

Do not use parentheses. For example, the long distance number (614) 555-1212 could be entered two ways:
16145551212 *or* 1-614-555-1212

The first number 1 in the example is the long distance prefix.

NOTE: If the number you are dialing is local, you do not need to include the 1 or the area code.

Dialing Prefixes

If you have call waiting service, you can temporarily disable it by entering the characters *70, before the phone number in your dialing directory. For example:
*70,16145551212

The *70 disables the service, while the comma inserts a pause before the phone number to allow the phone system time to reestablish the dial tone. If you are dialing from a rotary-dial phone, you can sometimes disable call waiting by replacing the * character with the number 11 (i.e., 1170,).

Should these suggestions not work, contact your local phone company to determine what set of characters turns off call waiting in your area.

If you are dialing from a phone system that requires a 9 (or another number) to reach an outside line, enter that number before your phone number in the dialing directory. You may want to insert a comma after the dialing prefix to allow time for the system to reestablish a dial tone.

Each phone number entry can include up to 20 characters. This should be enough room for any number if you omit separators.

Follow these steps to add an entry to your dialing directory.

Adding an Entry

1. Select *Add Entry*. A blank entry appears.

2. Enter the player's name, up to 20 characters.

3. Press <ENTER> to move to the *Phone Number* field.

4. Enter the player's phone number. Be sure to follow the syntax rules and dialing prefix commands (if applicable) described above.

5. Press <ENTER> to move to the *Baud Rate* field.

6. Type the baud rate to be used when communicating with this player. The choices are 1200, 2400, or 9600.

   NOTE: Choose the highest common baud rate between the two computers. If you have problems with the connection, revert to a lower rate.

7. Press <ENTER> to move to the *Team Name* field.

8. Team Name is an optional, 14-character field where you can list the team your opponent is coaching. It is useful if you are running a large league and need to keep track of which person coaches which team.

9. Press <ENTER> when finished to add the entry.

Modify an Entry

To change any information in a particular dialing directory entry, highlight the entry and select *Modify Entry*. Press <ENTER> repeatedly to access the field you want to change. Type your changes. If your new text is shorter than the old text, use the space bar to blank out the unwanted text. Press <ENTER> until you reach the end of the entry to complete your change.

Delete an Entry

Highlight a directory entry and select the *Delete Entry* button. The entry is removed.

Save the Directory

Select *Save Directory* to write all changes or additions you made to disk. If you make a connection without saving directory changes, you will be prompted to save the changes before the connection is established. If you choose quit, you will not be prompted to save the directory.

Quit

Select *Exit* from the File menu to exit the game and return to the General Manager menu.

Modem Initializer

The game's programmers have designed the Modem Play module to be as compatible as possible with most modems on the market today. In rare occasions, however, you may need to change the modem initialization string to use this module with your modem.

If you determine that you are having trouble connecting because of an incompatible initialization, choose *Edit Modem Initializer*. A pop-up window appears. Type the new string. Press <ENTER> when finished. Refer to your modem manual for details on what the initialization should be for your particular modem.

Make the Connection

To make a connection, highlight the dialing directory entry you want to call and select *Establish Connection*.

NOTE: Both players must choose *Establish Connection* at roughly the same time.

The computer set to dial (determined by the *Calling Coach* field selection on the Game Setup screen) will send the dialing command to the modem. The computer set to receive will send the auto answer command to the modem.

Terminal Window

Once the game has established a connection, a blank terminal window appears. You can use this screen to type back and forth to your opponent before the game begins, and send files to each other, if needed.

Use this procedure to send and receive files:

1. When you are ready to send, communicate with the other player via the chat box, press the <ESC> key, and all necessary files will be sent.

Beginning the Game

Once you have made the connection, sent and received any additional files, and are ready to start the game, the *calling coach* must press the <ESC> key. This signals both computers to close the terminal window and transfer the required setup files between the two computers.

When this is finished, the game loads and you are ready to begin. See the chapter titled *Playing NFL Pro League Football* for more information about playing the Head Up game.

Chat Mode

Any time during the game you can type messages in the chat window. Just begin typing. The text will automatically appear in the window. Press <ENTER> to send the text.

Hint: Before calling your first play, communicate via the chat box to verify that your computers are in synch. Things you may want to check: home and visiting team, rosters, weather, ball placement and possession, etc.

NOTE: The player with the slower machine *must* call his plays first. Otherwise, the modem connection can become out of synch.

League Setup

As the name suggests, *NFL Pro League Football* was designed with league play in mind! Whether you are involved in a league with a group of friends, or just playing through a schedule against the computer, you're sure to enjoy the power and flexibility of the League Setup program.

Setting Up Your League

When you select *League Setup* from the General Manager menu, the program guides you through the steps necessary to define your league and set up your schedule. These are all described on the following pages.

Create or Modify

The program first asks if you want to create a new league or modify an existing league. Choose *Create* to start fresh, or *Modify* to change the schedule for an existing league.

Select a League

Next, League Setup needs to know which league file to create or modify. Select a league from the menu. If you are creating a new league, League Setup will continue asking you questions about how you want to structure your league. If, however, you are simply modifying a league, the league schedule will appear, allowing you to make any necessary changes.

Type of League

League Setup allows you to model your new league after the NFL, or design your own. For seasonal simulations, choose *Default*. If you are competing with a group of friends, choose *Design* to manually create a league structure.

If you choose *Design*, the program prompts you with the following questions:

- How many conferences will your league consist of (1 or 2)?
- Enter the name for your conferences.
- How many divisions will be in your conference (1–4)?

- Enter the name for each of your divisions.
- How many teams will be in each division (1–8)?
- Select the teams for each of your divisions (including the year).

Once you have answered all of these questions, you can begin creating your league schedule. See *Creating a League Schedule* later in this chapter for more information.

If you choose *Default*, the program continues with the questions in the following sections.

League Definition

You have the option of choosing an actual NFL schedule for your league, or creating your own from scratch. Choose *Actual* to choose a predefined schedule, or *Create* to make your own match-ups. Using an actual schedule saves you a lot of time.

If you decide to choose a preset schedule, the program displays a list of different NFL eras. Each selection represents a change in the scheduling format used by the NFL. Once you choose an era, you must then choose a year from the next menu.

If you decide to create your own schedule, the program skips to the next question.

Choose Year
You now have the option of creating a league full of teams from the same year, or from different years. If you choose Same, the program prompts you to enter a two-digit year representing the team files you want to load (e.g., 91). If you choose *Different*, the program prompts you to choose individual teams files.

Once you are finished making your team selections, League Setup will look for an existing league file on your hard drive. If it finds one, the program will ask if you want to overwrite it, or cancel the league creation.

Schedule Editor

At the bottom of the League Setup screen is the Schedule Editor. This is where you create or modify a schedule for your league.

Selection Buttons

The top section of the Schedule Editor contains a row of five gray selection buttons. Click on any of these buttons to set schedule parameters. For example, click on the first box to set or modify the game date.

Action Buttons

Below the selection buttons are the action buttons.

Top—click on this button to move to the beginning of the schedule.
Bottom—select this button to move to the end of the schedule.
Add—choose this button to add a new game to the schedule.
Delete—select this button to remove the currently selected game from the schedule.

Creating a League Schedule

When you choose to define your own league or create your own schedule, you must use the Schedule Editor to add games to your schedule. Follow this procedure to create a new schedule:

1. Click on the Add button at the bottom of the screen. A blank entry appears.

2. Click on the first gray button in the Schedule Editor. A box appears prompting you to choose a month for your game.

3. Choose a month for the game to be played. A list of calendar days appears.

4. Select the day the game will be played. If you want to add a new player to this category, select an empty position and press <ENTER>.

5. Click on the second gray button to choose the visiting team. A list of teams in your league appears.

6. Choose the visiting team.

7. Click on the third gray button to choose the home team. A list of teams in your league appears.

8. Choose the home team.

9. Click on the fourth gray button to choose how the game will be played. A box appears with the choices Head Up and Computer.

10. Select Head Up to schedule any type of Head Up game (two people on one computer, modem play, or vs. computer). Select Computer to schedule any type of Game Plan game.

11. Click on the final gray box to change the game status. This is optional. You will only need this field if you are editing a schedule and need to manually update a game status.

12. Repeat steps 1–11 to add the remaining games to your league schedule. When finished, choose Save from the File menu to save your schedule.

Printing a Schedule

To print your schedule, press <F3> or choose *Print Schedule* from the *File* menu.

Modifying a League Schedule

If you need to change a game in your schedule, simply select the game from the list and use the selection buttons to modify the game data. Don't forget to save your schedule after you have finished making all your changes.

Managing Your League

Serving as a *NFL Pro League Football* league commissioner can be great fun. You get to organize the participants, create the league, set the schedule, and play the games to determine "official" outcomes. To get the most out of your league, follow these league management guidelines.

Choosing Teams

You have a number of options when choosing the teams that will make up your league. Here are just a few:

- You can use Pro Draft to create teams from scratch.

- You can use the Team Editor to modify and/or handicap the teams that will be included in your league.
- You can mimic the NFL structure, letting the computer coach the teams that your friends don't choose.
- You can choose an even number of teams and design your own league structure.

Once you decide which teams to include in your league, use League Setup to create your league.

Setting a Schedule
You also must set your schedule when executing League Setup. Here are some suggestions for schedule creation:

- If you are mimicking the NFL structure, choose an actual NFL schedule.
- If you are designing your own league, schedule each team to play one another twice (home and away).
- When your season is over, go back into League Setup and edit your schedule to add playoff games.

Choosing a Play Method
Once you have created your league and schedule, you must decide how you want to play your games. That done, you must then edit your schedule to set each game to the correct game type (*Head Up* or *Computer*).

As a rule of thumb, leagues run more efficiently if only one game type is used. The Head Up and Computer types are so radically different, that trying to mix these styles of play in your league can lead to confusion.

If you insist on mixing the Head Up and Computer types in your league, try playing the first half of the season one way, and the second half another way.

NOTE: You can modify the game type selection for any game that has not been played. For example, if a game cannot be played because the team owners are both too busy to get together, you can set that game to Computer and have the computer generate an outcome.

Running a Game Plan League

To run a league using Game Plan mode, you will need to follow these steps each week to determine game outcomes and inform the participants of the week's results:

1. Obtain saved game plan files from each participant. You create these files in the Game Setup program by setting the Play Method to Game Plan, filling out the game plan form, and then saving it to disk.

   NOTE: Game Plan files are saved in the default directory under the file name TEAMYR.GPD.

2. Replay each scheduled game. Be sure to make these choices on the Game Setup Screen:
   Play Method—Game Plan
   Game Type—Repeat
   Vis. Game Plan—Saved
   Home Game Plan—Saved

Be sure to select the correct league and game. All other settings are optional, but should be agreed upon by all participants before the league begins.

3. Repeat steps 1–2 until all games are played for the week.

4. Send the game plan files to each participant so they can replay the week's games. Games must be replayed using the same settings as in step two above. In addition, the computer's internal clock must be set to the same date as on the schedule for results to be accurate.

5. Send the updated league file to league participants so they can track how the teams fared in that week's action. This file resides in the default directory, and is named LEAGUE_?.LFR. The question mark after the underscore character represents the league you are running (league A, B, C, or D).

Participating in a Head Up League

While game plan leagues may capture what NFL coaches do to prepare for a game, the commissioner has a lot of responsibility. He must replay all the games to determine official outcomes. This takes a large time commitment.

Head Up leagues, conversely, involve *all* league participants, as each coach is responsible for playing his scheduled game. All league participants must follow the steps in the procedure on the next page to report game outcomes to the commissioner:

1. Following the league schedule; each participant is responsible for playing the current week's game. You can play locally or via modem. The Game Setup settings should be as follows:
   Play Method—Head Up
   Game Type—Normal or Modem
   Be sure to select the correct league and game. All other settings are optional, but should be agreed upon by all participants before the league begins.

2. After the game, you and your opponent must use the Remote League Data program to extract your newly updated team files.

   NOTE: See the Remote League Data section for instructions on extracting your team files.

3. Both you and your opponent must send your respective team files to the commissioner. He will then use Remote League Data to create an updated league file with all the week's results.

Updating the League File

As commissioner of a Head Up league, you will be responsible for updating the league file after each set of games. After you receive updated team files from all participants, use Remote League Data to overwrite the new team data in the existing league file. Once you've done this, send the new league file to the participants so they can view the week's results and statistics.

NOTE: See the *Remote League Data* section for more information about updating league files.

League Tips

While serving as a commissioner can be lots of fun, you must be well organized for your league to run smoothly. Here are some tips for efficient league management.

Ground Rules

Publish ground rules well ahead of your start date. Your ground rules should address these topics:

- Which game setup selections you will use in your league.
- When team files are due to the commissioner.
- How the commissioner will accept team files (i.e., via E-mail, on disk, etc.).
- How many games will be played per week. This should also be reflected in the league schedule.

File Management

The commissioner is responsible for accumulating and archiving all team files and all league files for each week's games on the league schedule. We recommend that the commissioner create a league directory. Under that directory, he should create a subdirectory for each week on the schedule.

For example, if the league directory is C:\LEAGUE1, these should be the additional subdirectories:

- C:\LEAGUE1\WEEK01
- C:\LEAGUE1\WEEK02
- C:\LEAGUE1\WEEK03
- etc.

Once the commissioner has created the directory structure, he should copy the initial league file into the WEEK01 subdirectory. After receiving all team files for the first week on the schedule, he should copy these to that same subdirectory.

When finished updating the league files, he should copy the updated league file to the next week's subdirectory (i.e.,C:\LEAGUE1\WEEK02).

Seasonal Simulations

If you want the computer to replay an entire season, choose *Computer* as your game type when filling out your league schedule. Then follow the steps below to replay your season:

1. Replay each scheduled game. Be sure to make these choices on the Game Setup screen:
   Play Method—Game Plan
   Game Type—Autoplay
   Opponent—Computer
   Vis. Game Plan—Computer
   Home Game Plan—Computer
   Be sure to select the correct league.

2. Select the Teams button and choose the 1st game on the schedule.

3. Select an Autoplay Speed (*Fast* or *Real Fast*) from the Options menu.

4. Press *Let's Do It!* to begin replaying the games.

If you want to interrupt the seasonal simulation at any time, press the <F1> key. The computer will finish playing the current game, and then quit the simulation. To take up where you left off, repeat the steps in the Seasonal Simulations procedure.

Remote League Data

Running an online or play-by-mail league has never been easier, thanks to *NFL Pro League Football*'s League Setup and Remote League Data modules. As described in the previous section, you use League Setup to create your custom league and set your schedule, then use Remote League Data each week to update league results from your online or play-by-mail league.

Extracting Team Files

As a participant in a Head Up league, you must use Remote League Data to extract your team file after you play a scheduled game. Use this procedure to extract your file. When finished, send it to your commissioner so he can merge it into the new league file.

1. Choose Remote League Data from the General Manager Utility menu. The program asks you to choose a league file.

2. Select the league file that includes your team (A-D). Select *Options*.

3. Choose *Extract*. The game then displays all teams in your chosen league file.

4. Select your team.

Updating League Files

If you are acting as commissioner of an online or play-by-mail league, it will be your responsibility to collect the updated team files each week from your participants and use Remote League Data to create the new league file. Follow this procedure once you have received all files for a given week on your schedule:

Overwriting Legend File

1. Choose Remote League Data from the General Manager Utility menu. The program asks you to choose a league file.

2. Select the league file you want to update (*A–D*). Select *Options*.

3. Choose *Overwrite*. The game then displays all teams in your chosen league file.

4. Select a team.

5. Repeat the steps in this procedure to update all teams in your league.

After you've finished creating the new league file, send it to your participants so they can see the week's results.

Team Editor

Your copy of *NFL Pro League Football* comes with a full-featured Team Editor module that you can use to edit or create your favorite teams. The Team Editor supports full NFL rosters, and allows you to assign different players to different offensive and defensive formations just like NFL coaches do when preparing for Sunday's game! You can also print the team file, roster assignments, and player ratings from the Team Editor's Print menu.

How Stats Affect Performance

The team files that come with *NFL Pro League Football* represent the actual performance of each player during the respective season.

The season's accumulated statistics for running backs, quarterbacks, receivers, kickers, and punt/kick returners are used to predict player performance. For example, if a half-back averaged 3.5 yard per carry and ran the ball 15 times per game, he will perform to those limits over the course of the game (given a favorable defense).

If, however, your opponent frequently calls a run defense keyed on the halfback, or you decide to run the halfback more times than his historical season average, his performance will diminish considerably.

The linemen ratings are based on a combination of team and individual statistics. The ratings for defensive linemen, for instance, are based on the team's yards per rush average, the player's number of sacks, and expert evaluation of individual player performance.

Accessing the Team Editor

Choose Team Editor from the General Manager menu to enter the Team Editor module. The program initially asks if you want to create a new team file or edit an existing one. If you choose to edit an existing file, you must then choose the team and year. If you choose to create a new file, you must choose a team and input a year. You are prohibited from overwriting an existing team file when using the *Create* option.

NOTE: You can switch between creating and editing at any time by making the proper selection from the Team Editor's File menu.

Editing/Adding a Team

Use the procedure beginning on the following page to edit an existing team. The steps are the same for adding a team, except that you must add, not change the data.

NOTE: All rushing categories contain one assumed decimal place. For example, a YPR of 34 is actually 3.4.

Editing an Existing Team

1. Once a team file is loaded, choose the type of players you want to edit from the Category menu. The existing players for that position appear, and the first player on the list is highlighted.

2. Highlight the player you want to edit and press <ENTER>. The cursor becomes active in the Name field at the bottom of the screen.

NOTE: If you want to add a new player to this category, select an empty position and press <ENTER>.

3. Type any new stats in the Data Editor fields, pressing <ENTER> to move among fields.

4. When finished editing a player, press <ENTER> until the cursor moves through all stats fields and displays the next player on the list. This updates all changed fields.

5. To work with a different player type, choose a new category of players from the Category menu, or press <TAB> to cycle through each type.

6. Repeat steps 1–5 until you are finished updating your team file.

7. Press <F4> or choose Save from the File menu to save your changes. If you try to exit without saving, the Team Editor asks if you want to save your changes before quitting.

Editing Team Rosters

Follow the steps in the Edit Team Rosters procedure on the following page to edit team starters for each available formation.

1. Once a team file is loaded, choose *Starters* from the Options menu. A menu appears, listing the formations you can edit.

2. Select the formation you want to edit. A list of current starters appears, with their position, rush rating and pass rating listed to the right of their names.

NOTE: The rush and pass ratings are relative to the player's position. For example, a defensive back is rated as to how well he plays against the run and pass, while a running back is rated on how well he runs and receives.

3. Select the player you want to remove from the formation. A list of players for that position appears, along with their rush and pass ratings.

NOTE: If you made the wrong formation choice, select *Don't Substitute* to return to the Formation menu.

4. Select the new player. He is inserted into the lineup and the Formation menu reappears.

5. Repeat steps 2–4 to edit more formations. When finished, choose Save from the File menu or press <F4> to save your changes. Choose Exit to return to the Team Editor.

Printing from Team Editor

You can print three different reports from the Team Editor Print menu:

Print Team—a listing of all players, their historical statistics, and their rush/pass ratings (if applicable).

Print Formation—a report of the players that make up each offensive and defensive formation, including their rush/pass ratings and position.

Print Ratings—a listing of each player on the team, sorted by position, that includes his rush and pass ratings.

Pro Draft

Have you ever wanted to create your own NFL team from scratch, choosing each player from among the league's finest talent? Now you can, using Pro Draft—the most sophisticated player selection program ever created for a computer game!

Setting Up Your Draft

When you select Draft from the General Manager menu, the program guides you through the steps necessary to define your draft options. These are all described below and on the following pages.

Draft Selection Type

You must first choose the type of draft you want to hold. You can choose any of the following:

New Pro—choose this if you want to create your own teams from scratch.

New College—choose this option if you want to draft the latest college talent to add to your existing team. The player pool consists of players eligible after the 1994 college football season.

Saved Pro—select this button to resume a saved Pro Draft.

Saved College—make this selection to continue a saved College Draft.

Team Selection

If you are holding a Pro Draft, the game prompts you to choose the teams that will be participating in the draft. If you are holding a College Draft, the game first asks what league you want to use. For Pro Drafts, choose *Yes* to load all 30 NFL teams, or *No* to select the teams manually. For College Drafts, select a league or the non-league option, then choose the participating teams. You do not have the option of loading all 30 teams at once when you are running a College Draft.

If you are running a Pro Draft and you choose to load all 30 teams, the game will prompt you for the type of control the teams will have. They can either be controlled by the computer (picking randomly) or by human players.

NOTE: The order in which you select teams is the order they will draft; the first team added will have the first selection, and so on.

Draft Control

If you select teams manually in your Pro Draft, the program must know if the selected team will be human or computer-controlled. If you designate a team to be computer-controlled, you must set the control type— *Preset* or *Random*. Preset allows you to assign one of the following draft styles to the computer:

Off. Skill—the computer will draft the best quarterbacks, running backs, and/or receivers available.

Off. Line—the computer will choose the best offensive linemen.

Off. Bal—the computer will select the best offensive players (as a whole).

Def. vs Run—the computer will pick the best run defenders.

Def. vs Pass—the computer will draft the best pass defenders.

Def. Bal—the computer will draft the best defenders (as a whole).

If you choose *Random*, the computer will randomly choose one of the preset draft styles each time it selects a player. If you are performing a Pro Draft, here is where you designate the pool of players available to be drafted (College Drafts have a preset pool of all eligible players from the 1994 college football season, and will load this file automatically).

Adding Players to the Draft Pool

You can add players in one of two ways. Select All Teams to add all players from a particular year. The game will prompt you to select the desired year. This is the fastest and most efficient way of designating your player pool.

Number of Rounds

You must specify the number of rounds to hold in your draft. If you are conducting a Pro Draft and want to fill out your entire roster, you must conduct at least 37 rounds. The maximum is 44. If you are drafting college players, you may want to limit the rounds to between 2 and 8.

Draft Style

This is where you choose whether you want a *Rotational* draft or a *Descending* draft. In a *Rotational* draft, the draft order reverses each round.

If the Cowboys have the first pick, they will select first in odd-numbered rounds, and last in even-numbered rounds. In a *Descending* draft, the teams never change position depending on the round.

Budget

The draft program now must know if you are going to set a budget for the teams participating in the draft. If so, choose *Yes*. The game will then prompt you for a dollar amount in millions. Choose *No* to conduct a draft without any budget restrictions.

Draft Check

If you have selected computer-controlled teams to participate in your draft, the Draft Check option will inform you of the computer's picks as they occur. To enable this feature, choose *On*. If you want to save some time, select *Off* at this prompt to turn the Draft Check feature off.

Time Clock

This is the final draft set up selection. Enter the time in seconds that you want to allow for each pick. If a team takes longer than the allotted time to select a player, the game displays a warning.

You may want to impose a penalty on any owner who fails to make a pick in the allotted time. For example, you could make him give up his first-round pick by using the Pro Trade module to cut this player from his roster.

The Draft Screen

After you make all your preliminary selections, the draft screen appears and the draft begins. To help you better manage your draft, let's take a look at each section of the Pro Draft screen.

Pull-Down Menus

Along the top of the screen are three pull-down menus that allow you to control every aspect of the draft.

File

The File menu contains the following choices:

Save Draft—allows you to save your draft.

Print—displays a menu of print choices. If you choose *Rounds*, the game will print a listing of draft activity by round. If you choose *Avail Players*, the game will display a menu of player positions. Choose the position you want to study in detail. If you choose *Drafting Team*, the game asks you to select a team. It will then create a report summarizing the team you selected.

Options

The Options menu is the draft control panel. It contains the following selections:

Computer Hint—select this to have the computer suggest the best available player in any position you choose.

Computer Auto—this choice allows you to give control of the current team or all teams to the computer. You may want to use this, for example, if you have drafted all your skill players, but don't really want to fill out the rest of the roster manually. The computer will finish the draft, saving you lots of time.

Commis Delay—allows you to set the draft check delay (1–5 seconds).

Draft Check—controls whether if the game will report computer draft picks. If it is turned on, the game will display a box showing the player selected after each pick. If it is turned off, the computer will track the picks internally, but not display each pick as it occurs.

Trade—choose this option to swap positions between teams in the draft. This option is active in drafts with 37 or more rounds.

Clock—sets the time limit each team has to make its pick.

Help
The choices on this menu allow you to display helpful hints about the Pro Draft module, including the function key assignments and information on the Pro and College drafts.

Draft Status Area
The draft status area is directly below the pull-down menus. It contains two boxes. The box to the left lists the current draft round, the pick number within that round, and the overall pick number. Before any players are picked, for example, the box displays *1* in the Round box, *1* in the Pick # box, and *1* in the Overall box.

Player Status Area
The player status area is below the draft status boxes on the left side of the screen. It is divided into two columns labeled Position and Status.

Position
The Position column serves two purposes. If you select one of the buttons, the list of available players for that position becomes active in the Current Available box to the right. The buttons also provide labels for the information shown in the Status column.

Status
This column includes team roster statistics for the current team. The first digit represents the minimum number of players that a team must include for the respective position. The second digit shows how many players have been selected for that position. The third digit (the one that includes the decimal place) represents the total value in millions of dollars that the current team has spent on players for that position.

For example, if the Status box shows 4-3-5.5, this means that:

- The position requires at least four players on the roster.
- The team has drafted three so far.
- The team has spent $5.5 million on players for this position.

Budget Window

Below the Player Status Area is the Budget box. This displays the amount of dollars, in millions, that the current team has left to spend on players in the draft.

Current Available Area

This portion of the screen displays all the available players for the selected position, as well as their overall ratings. It also includes a variety of sort buttons you can use to help you find the right players.

Player List

The Player List area contains the following column headings:

Player—the player's last name.

Team—the team to which the player currently belongs.

Run—the player's run rating. For offensive skill players, it is a reflection on how well they run. For offensive linemen, it is an indication on how well they run block. For defenders, it shows how well they defend against the run.

Pass—the player's pass rating. This is the same as the run rating, but for passing/catching situations.

Val—the player's monetary value, expressed in millions of dollars. If, for example, a player has a value of 2.5, this means he is worth $2.5 million.

Sort Buttons
You can sort the player list using these selections. Select the sort you want to perform. The computer repositions the listed players. If you need to see players higher or lower on the list, select the up or down arrows.

Time
This window indicates how much time the current team has left to select a player in the present round.

Selecting Players in Pro Draft
Follow this procedure to select players in the Pro Draft module.

1. Choose the type of player you want to draft by selecting a position from the Position column on the left side of the screen. The available players appear in the Current Available box.

2. Use the sort buttons to locate the player you want to select.

3. To draft a player, select the gray button to the left of the player you want to draft. He is removed from the list of available players, and the computer confirms the selection.

4. Repeat steps 1-3 each time it is your turn to draft.

Pro Trader

Want to reverse the infamous Herschel Walker trade between the Cowboys and Vikings? Ever wonder how the 89 Bears would have fared if they hadn't traded McMahon to the Chargers that season? Wonder no more! You can wheel and deal with the best using *NFL Pro League Football*'s Pro Trader utility!

Pro Trader Features

Using the Pro Trader you can:

- Complete simple 1-1 or sophisticated multiplayer trades.

- Release players from your roster to make room for new blood.

- Check your roster to gauge how many players you have per position vs. the league minimums and maximums.

- Review the trade status to check the total number of players added and removed.

Trading/Releasing Players

Follow this procedure to trade or release players.

NOTE: This procedure assumes that you have just entered Pro Trader. If you are already in the program and have made the initial team selections, start with step 4.

1. Load a group of players by selecting a league file from the League Selection dialog box.

2. Select team #1 from the list of teams that appears on your screen.

3. Select team #2 from the subsequent list.

4. Select the type of player you want to trade from the Team 1 and Team 2 drop-down menus. The list of available players appears in the boxes beneath each Trade or Release area.

5. Select the players involved in the trade. You can negotiate a trade involving any combination of players. If you mistakenly choose the wrong players, click the Clear button to start over.

NOTE: You can choose players from multiple positions. Simply choose a different player category under the Team 1 or Team 2 drop-down menus to add different players to the Trade or Release box.

6. When you have finished choosing players, select *Trade* to make the trade, or *Release* to cut them from the roster.

7. Press <F2> or choose Save from the File menu to save your changes. If you try to exit without saving, the game will prompt you to save.

NOTE: If you want to trade or release more players from the selected teams, repeat steps 4–7. If you want to load different teams, press <F1> or choose Load from the File menu and repeat steps 2–7.

Team Status

You can review the roster status for each of the loaded teams by pressing <F10> or selecting Team Status from the Status menu.

This displays a chart listing each position, the maximum and minimum number of players allowed per position, and the actual number of players held by each team. Use this chart to quickly determine your roster needs, or where you can make some cuts.

Trade Status

Press <SHIFT> + <F10> or choose Trade Status from the Status menu to display trade statistics. This chart shows the current teams, and the number of players added and/or removed from their rosters during this trading session.

League Leaders

Besides accumulating statistics for the Stats Keeper module, Pro League Football also tracks league leaders throughout the season. You can use these reports as a valuable scouting tool, or to follow your favorite players as they fight their way to the top!

Entering Leaders

Select League Leaders from the General Manager menu. Before you can display any statistics, the module asks you what league file to open. Select a league, or choose *Cancel* to exit back to the General Manager menu.

Viewing and Printing Leaders

You can either view or print the league leaders. To view leaders, simply select the category you want to display from the View pull-down menu. To print leaders, make a selection from Print pull-down menu. You can change leagues from the File menu.

You have the choice of printing either to disk or to the printer. If you print to disk, a dialog box appears, showing the file name created. Select *OK* to write the file to disk. The file is written to the main Pro League Football directory (e.g., C:\PLF95).

Some printed reports combine more than one *View* category. Refer to the chart on the following page to learn what information is printed on what reports.

View/Print Cross Reference

Passing—Passing leaders only

Receiving—Receiving leaders

Special Teams—Kick Returners, Punt Returners, Kicking, Punting

Individual Defense—Individual Def. only

Teams Stats—Team Offense, Team Defense, Team Misc.

Rushing—Rushing leaders

The Help Menu

Player stats won't appear in the League Leaders reports unless they meet the program's qualifications. You can view these thresholds from the Help menu.

Stats Keeper

At the heart of *NFL Pro League Football* is a sophisticated statistics tracking and reporting program that keeps tabs on all league and exhibition game activity. Since the key to winning football games is knowing your opponent's strengths and weaknesses, the Stats Keeper is an invaluable tool to use in preparing for war on the gridiron!

Entering Stats Keeper

Choose *Stats Keeper* from the General Manager menu. The program appears, with the stats from the last complete game on the screen.

NOTE: The Stats Keeper also appears after each completed game if you turned Game Summary *to* On *when on the Game Setup screen.*

Viewing and Printing Statistics

You can either view or print the statistics tracked by Stats Keeper. To view statistics, simply select a pull-down menu and choose the stats you want to display. To print statistics, select the *Print* choice in each pull-down menu.

You have the choice of printing either to disk or to the printer. If you print to disk, a dialog box appears showing the file name created. Select *OK* to write the file to disk. The file is written to the main *NFL Pro League Football* directory (e.g., C:\PLF95).

Stats Keeper Menus

The following sections describe each Stats Keeper menu:

File

This is where you change league files within Stats Keeper. Select *League* to load a different league file. Choose *Exit* to quit Stats Keeper and return to the General Manager menu.

Game

This menu has selections that summarize the numbers from the most recently played game. The *Offense* selection displays offensive statistics, including:

- Team totals
- Scores by quarter
- Passing, rushing and receiving statistics

The *Defense* section shows the following defensive statistics:

- Kick and punt returns
- Tackles, sacks and interceptions
- Kicking and punting statistics

Drive Summary

Select *View* from the Drive menu to list the number of plays, yards gained, time of possession, result, and score for each of the game's possessions. The report is grouped by quarter. This screen also displays team summaries in categories such as number of first downs, number of fumbles, passing plays/yards, rushing plays/yards, etc.

Records

The *Records* menu includes stats reports for individual, team, offensive, and defensive league records. There are 67 categories in all. Each listing shows the record, the game in which it was set, and the team that set the record. Individual records also show the player who set the mark. Select the respective menu choice to display these records.

If you want to view the criteria used for including a player or team in the record book, choose *Qualifications*.

Select *Clear* only if you want to wipe out all the league records.

Hint: Choose Clear *at the end of the regular season to track separate records for playoff games and the Super Bowl.*

Season

To view season stats, you must first select a team and year. To choose a team, select *Load a Team*.

Once you have selected a team and year, select the function you want under the Season menu. *Offense* displays team offensive statistics, while *Defense* shows team defensive stats and game scores. Select *Clear* only if you want to wipe out the season stats for the selected team.

Hint: Choose Clear *at the end of the regular season to track separate records for playoff games and the Super Bowl.*

Standings

Besides showing the current standings for the selected league, this category also shows the game outcomes grouped by week (on the printout only). The standings include Overall, Conference, and Division ranks, as well as points scored and points against.

Glossary of Terms

This glossary is designed to both define the terms used in *NFL Pro League Football* and offer some tips on how to best utilize the tactics they describe. To help you find the definitions you need, the terms are grouped by function. Any codes next to the definitions represent the corresponding code in the Call Preset Play screens and enclosed Play Cards.

Defensive Formations

The formation of your players is the starting point of any play. There are six defensive formations supported in Pro League Football, each designed to stop a particular offensive set.

3-4

The 3-4 is a traditional formation with three down linemen and four linebackers (a down lineman is a defensive player who positions himself on the line of scrimmage and starts the play in a three- or four-point stance). It is a good read formation because the linebackers have time to react to the play. It also allows decent short pass coverage because of the extra linebacker.

4-3

A 4-3 formation is a flip-flop of the 3-4. You have four down linemen and three linebackers. It's also a basic set, but better against the run.

5-2

Add another lineman to the mix, subtract a linebacker, and you have the 5-2. This formation is stacked against the run, and can be a gamble in passing situations.

7-4

The 7-4, also known as goal-line defense, is best for stuffing the run. Don't use it in the open field, however, or you're liable to be burned by a deep pass. This formation has no linebackers, but seven down linemen and four defensive backs. Reserve the 7-4 for use within your own 5 yard line.

Nickel

Traditionally used in 3rd-down-and-long situations, the nickel package removes a linebacker from the 3-4 and adds a defensive back.

Dime

The dime formation has six defensive backs, and is used when you *know* the other team is going deep. Use the dime package to prevent deep passes if you're leading late in the game.

Defensive Strategies

Once you set your alignment, you have to tell your team how to play their positions. The following terms describe the defensive strategies you can use in *NFL Pro League Football*.

Linemen and Linebackers

The following terms apply to your linemen and linebackers:

Alignment

Choosing an alignment determines how your defensive linemen will space themselves on the line before the snap. Choose the alignment style best suited to stopping the type of play you think your opponent will call. The alignment choices are listed below:

Tight—best for stopping inside running plays like dives and draw plays.

Spread—best for stopping outside running plays like slants and sweeps.

Head Up—a conservative, helmet-on-helmet alignment.

Key Runner

Predicting what player will carry the ball is another key to a successful run defense. You can have your defense key on:

The halfback (code A)

The fullback (code B)

If you choose to key on the quarterback, you are essentially calling a no-key defense.

Pursuit

Is your opponent going to run a quick-hitter or a slow-developing counter play? You predict how fast the play will develop by setting the pursuit code:

Quick (code 1)—you're expecting a quick-hitter.

Medium (code 2)—you're playing it safe.

Slow (code 3)—you're anticipating a slow-developing play.

Line Strength

The strength code allows you to anticipate in what direction the ball carrier will run. The choices are:

Strong (code 4)—the ball carrier will run to the side of the offensive line where the tight end is located.

Middle (code 5)—the ball carrier will run up the middle.

Weak (code 6)—the ball carrier will run to the side of the offensive line opposite the tight end.

Stunts

Stunts are fancy footwork executed by defensive ends and tackles to confuse the offense. The twisting stunts are often used by teams with underpowered defensive lines as a way to equalize the competition. There are four types of stunts:

Blast—the tackle and defensive end try to plow through the line as quickly as possible.

Twist Weak—the tackle and defensive end furthest from the offensive tight end quickly switch positions when the ball is snapped.

Twist Strong—the tackle and defensive end opposite the tight end switch positions when the ball is snapped.

Twist Both—both tackles and defensive ends switch when the ball is snapped.

Defensive Secondary

These terms apply to techniques employed by the defensive secondary:

Coverage/Zone Type

The coverage selection tells your defensive backs how to play the receivers. There are four different ways to align your defensive secondary.

Man-to-Man—each defensive player is matched with a corresponding eligible receiver.

Under Zone—the secondary covers the area 5-10 yards behind the line of scrimmage. This is also called a Short Zone.

Over Zone—the secondary covers the area 10-15 yards behind the line of scrimmage. This is also called a Medium Zone.

Deep Zone—the secondary covers the area 15+ yards behind the line of scrimmage.

Man-to-man coverage is good if your secondary is highly skilled, but is more risky because the receiver only has to beat one man to make the play. Zone coverage is more conservative, and becomes more effective the deeper the pass because the secondary has more time to adjust to the quarterback's throw.

Coverage Technique

You also must tell your secondary how close to cover their receivers. The options are:

Tight (code 1)—best for defending simple routes. Tight coverage increases your chance of getting an interception, but also increases the chances that the receiver will turn a short pass into a long gain.

Medium (code 2)—this is a conservative coverage that gives no real advantages or disadvantages.

Loose (code 3)—best for defending complex pass routes where the receiver is making two or three direction changes.

Route Defense

Your defensive backs can attempt to defend inside passing routes or outside passing routes. It's nearly impossible to do both.

Double Team

You have the option of double-teaming an opposing receiver. If you do this, you are making it harder for him to catch a pass, but possibly leaving another receiver open (or at least in loose single coverage). You may double-team any of the following players:

Split End (code X)

Tight End (code Y)

Flanker (code Z)

Blitz

The blitz is a risky play where you send one or more defensive backs toward the quarterback. This weakens the pass coverage, but can lead to a sack or hurried throw. There are three types of blitz plays:

5-man blitz (sends 1 linebacker)

6-man blitz (sends 2 linebackers)

7-man blitz (sends 2 linebackers and a defensive back)

The more backs you send toward the QB, the riskier the play becomes, on both sides of the ball!

Offensive Formations

These offensive formations tell your players where to line up before the play is called. As with defensive formations, each is designed to be effective with different play types. The six offensive formations are as follows:

Pro Set

The Pro Set is the stock formation for most NFL teams. It has two running backs split behind the QB, two receivers, and one tight end. The Pro Set is effective for both running and passing plays, but is not optimized for either one.

"I" Formation

This is another traditional scheme, with two running backs, two receivers, and one tight end. Unlike the Pro Set, the backs line up directly behind the quarterback (which forms an "I" pattern).

Run & Shoot

Made famous recently by the Detroit Lions and the Houston Oilers, this formation uses four wide receivers and only one running back. There is no tight end.

While the Pro Set and I formations operate under the notion that it is best to set up the pass with a strong running game, the Run & Shoot is designed to set up the run by opening up the game with frequent passes. It is primarily a pass formation, but can be effective for running plays once the defense is lulled into keying on the pass.

3-Wide

This formation replaces the tight end with another wide receiver. There are two running backs. Since the tight end is frequently used as a lead blocker on running plays, this formation sacrifices the run for more passing firepower.

1 Back

The 1 Back is a power football formation. It includes two tight ends, two receivers, and just one running back. The extra tight end allows the QB to call a running play to either the strong side or weak side of the field, while also adding an eligible receiver to the mix. It can be effective as either a pass or run formation.

Short Yardage

This formation is like the 1 Back, but substitutes an extra running back for one of the receivers. Consequently it is good for ramming the ball through the defense for short yardage. It is risky to pass out of this formation because your three eligible receivers can be covered well by the defense.

Offense Strategies: Run Offense

You can't design a successful run offense if you don't understand your plays. This section describes each play in detail, and offers tips on when they are most successful.

Each play can be executed by the running back or fullback. If the quarterback or a receiver can run the play, this is noted in the play description.

Draw Play

The beauty of the draw play is that it begins like a pass. The QB drops back, which causes the defensive linebackers to drop into pass coverage. This opens up some running room. The QB then hands the ball off to a running back, or runs the ball himself. A draw play is always run up the middle.

Draws work best against quick spread defenses, and worst against slow tight defenses. The outcome is unpredictable against a blitz.

A well-executed draw can be a big gain against a blitz. However, a poorly executed draw against a blitz is a recipe for disaster because the defense usually gets to the QB before he can do anything with the ball.

Dive

A dive is a quick-hitter up the middle, run between the center and either guard. It is most successful against a slow spread defense, and least successful against a quick tight formation.

Dive plays can also be successful against goal-line defenses in short-yardage situations.

Trap

A trap play is on when a guard pulls and seals off the opposite defensive end to make room for the runner. The ball carrier runs through a hole between the tackle, tight end, and pulling guard.

The trap play is a traditional smash-mouth football running play, and can succeed against any defense if mixed well with other types of plays.

Slant

During a slant, the running back follows lead blockers through a hole between the tackle and tight end.

Slants work well against tight formations, as they are run to the outside of the offensive line. Conversely, slants are less successful against spread defensive alignments.

Sweep

A sweep is run to the outside of the offensive line, with virtually the entire team serving as lead blockers for the ball carrier. Both guards kick out to run interference, as well as a running back. This play is also called a pitch-out, because the QB generally tosses the ball to the ball carrier.

Sweeps are difficult to execute with precision, but when successful, can lead to big gains. They work best against tight formations, and suffer against spread alignments.

Reverse

A reverse is a running play executed by a Split End, Flanker, or Tight End. The quarterback initially hands the ball off to a running back, who sprints toward either end of the offensive line. At the same time, the receiver cuts toward the running back to take the ball and run in the reverse direction.

This is a good play to run if you have a quick receiver. A quick defense can be easily tricked by a well-executed reverse.

QB Bootleg

As the name suggests, this play is run to the outside by the quarterback. The play starts by both running backs moving one direction. The QB may fake a handoff before running around the opposite end of the offensive line.

Since the quarterback is not a primary ball carrier, this play is best used sparingly throughout the game. It can succeed, however, against quick tight defenses. Your QB is sure to be stuffed against a medium or slow spread defense.

Counter Plays

Any running play save the QB Bootleg and Reverse can be run as a counter play. During a counter, the offensive line and primary blockers move one way while the ball carrier runs in the opposite direction. This serves to confuse the defense, and catch quick-reacting players off guard.

Counters work best against quick defenses. Slow defenses, however, are designed to stop counter plays, so don't be alarmed if the other team is ready to thwart your counter.

Hole

The hole is the point in the offense line where the ball carrier makes his cut to turn upfield. The holes, numbered 1–9, are illustrated at the end of this manual.

Offense Strategies: Pass Offense

Today's high-powered NFL offenses rely on the pass as much as the run, so you'd better be prepared to throw the ball down field. If you aren't ready, you'll run the risk of being blown out before the first half is over!

The first few definitions in this section explain the components of a pass play—the type of drop-back, the receiver, the pattern, and the distance—while the remainder discusses each play in detail.

Drop-Back Type

There are four different ways the quarterback can start a pass play. Each is designed to exploit different defenses. The drop-back types are as follows:

Straight Drop (code 6)—the quarterback takes the ball from center and drops 5-7 steps straight back before setting up for the pass. This is the traditional setup for most passing plays. If the line holds, the straight drop gives the QB time to survey the defense and his receivers before throwing the ball.

Play Action (code 7)—the quarterback takes the ball from center, but fakes a hand-off to a running back as he drops back into pass position. Effective play-action quarterbacks hide the ball behind their thigh after faking the hand-off, further confusing the defense. A well-executed play-action pass should cause the linebacker to run forward to stop the run. This opens up the middle of the field for a high-percentage short or medium pass.

Roll Out (code 8)—this type of pass gives a mobile quarterback running room to either meet his receiver on one side of the field, or improvise a passing play. It's good if your offensive line is weak, because it allows the QB to free-lance in the backfield and make his own play.

Throwing on the run is more difficult than passing from a set position, so what you gain in creativity you lose in pass percentages. Still, if the QB is has both an accurate arm and good mobility, he can use the roll-out drop to his advantage.

Shotgun (code 9)—this style, made famous by Roger Staubach and the Dallas Cowboys, allows the quarterback to get into passing position much more quickly than any other drop-back style. The quarterback lines up 5-7 steps behind the center, who hikes the ball to the him to start the play.

Shotgun formation is used to thwart a good pass rush or blitz. In these situations, the quicker the quarterback can get the ball, the sooner he can get rid of it and avoid a sack. Passes out of the shotgun formation are generally less accurate than those from a traditional 7-step drop due to the hurried nature of the play.

Receivers

Once you've decided on a drop-back style, you must choose your receiver. Receivers are represented by two different codes in Pro League Football, a letter and a number. The following summarizes the eligible receivers and their respective codes:

Halfback (code A, 4)—a halfback who can catch the ball is a real asset to any football team. It is rare, however, that any running back can catch as well as a full-time receiver. Keep this in mind when scouting your team and, ultimately, when deciding on a receiver.

Fullback (code B, 5)—same as halfback.

Tight End (code Y, 7)—the tight end on most football teams is built like a small lineman or big receiver, primarily because he does a lot of blocking. Due to their size, they are often slower than the other receivers, but harder to tackle.

Split End (code X, 8)—the split end is a wide receiver who lines up on the left side of the line. He and the flanker are the key receivers in any pass offense. They combine speed with excellent pass-catching ability to pose a threat anywhere on the field.

Flanker (code Y, 9)—the flanker is a wide receiver who lines up on the right side of the offensive line.

W-Back (code W, 6)—a fullback in the run-and-shoot formation who lines up in the slot. He is essentially an additional flanker.

Pass Routes

Pass routes are designed to shake the receiver free of his defender so he can make the catch. The more moves a receiver makes, the higher probability he will be open to catch the ball. However, more moves take more time. The more time the QB is waiting for his receiver to get open, the more likely he will be sacked. Weigh these factors carefully before making a decision.

The pass routes available in *NFL Pro League Football* are summarized below:

Flare—similar to the swing pass, but the halfback or fullback is running more toward the sideline when the pass is thrown.

Hitch—when a hitch pattern is run, the receiver runs past the line of scrimmage but underneath the linebackers. He then cuts left or right toward midfield to receive the pass.

Drag—this is when the receiver (usually a running back) runs under the linebackers and then cuts across the field. It is always a short pass.

Screen—the screen pass is designed to fake the defense into running past the receiver toward the quarterback. When he's about to be sacked, the QB flips the ball across the field to an open receiver (usually a halfback or fullback) who has a wall of blockers in position to knock down any would-be tacklers.

Seam—the seam is a straight pass pattern where the receiver tries to find a gap (or seam) between the defensive backs. It is a short, one-move pass.

Slant—a slant is thrown to a receiver cutting across the field diagonally toward the opposite sideline.

Out—this type of pass is thrown toward the sideline, usually so the receiver can get out of bounds quickly to stop the clock late in the game. The receiver runs upfield, changes direction and then sprints toward the near sideline to meet the ball. Exact timing is crucial to this play's success.

Curl—a curl pass is thrown right at the receiver's back. At the last minute the receiver turns around to meet the ball. He should not have to run back toward the QB to catch the ball.

Comeback—the comeback pass is thrown beneath the receiver. He sprints upfield then quickly stops and runs back to meet the ball. If executed well, the receiver will be able to shield the ball from the defender and make an easy catch.

Cross—the receiver runs upfield and then abruptly cuts 90 degrees toward midfield to meet the pass. Crossing patterns leave the receiver open to vicious hits by the defense, so they are often run by the tight end.

Flag—when a receiver runs a flag pattern he starts toward the center of the field and then cuts toward the left or right corner of the end zone. It is the opposite of a post pattern.

Post—a post pattern starts on the sideline and breaks toward the goal post. The QB throws the ball toward the center of the field and the receiver must time his stride to meet the ball where it has been thrown.

Streak—a streak is thrown over the shoulder of the receiver as he sprints forward toward the end zone. It is very difficult to execute, but when complete, can result in a big gain.

Out and Up—this pattern is designed to fool the defender into stopping short to defend an out pattern. After faking to the outside, the receiver streaks downfield. This is another complex pass that is hard to complete, but has a major payoff if successful.

Play Calling Codes

Note: *You can print play diagrams for all plays listed from the General Manager's menu.*

Offense

How to call plays
You must input four characters when calling plays:

1st digit—Formation Code (1–6, see formations below)

2nd and 3rd digits—Play Number (01–99), see plays below)

4th digit—Time Out Code (0 = No T.O., 1 = T.O.)

Example: 1011

       1 = Pro Set, 01 = Play #, 1 = T.O.

Formation Codes
These are the formation codes and corresponding formations available for offensive plays:

1 = Pro Set

2 = I Formation

3 = Run & Shoot

4 = 1 Back

5 = Short yardage

6 = 3 Wide

How to Read Running Plays
The running plays listed below can be read in the following manner:

21	HB	C	Draw
Ball Carrier		**Counter/No Counter**	**Play Type**
1 = QB		C = Counter Play	Draw
2 = HB		Blank = No Counter	Dive
3 = FB			Trap
7 = Y (TE)			Slant
8 = X (SE)			Sweep
9 = Z (FL)			Reverse
			Scramble
			Bootleg
			Drop

Hole

  8   6 4 2 1 3 5   7   9

Running Plays: Offense

01)	21	HB	C	Draw	23)	35	FB	C	Trap
02)	22	HB	C	Dive	24)	36	FB	C	Slant
03)	23	HB	C	Dive	25)	37	FB	C	Slant
04)	24	HB	C	Trap	26)	38	FB	C	Sweep
05)	25	HB	C	Trap	27)	39	FB	C	Sweep
06)	26	HB	C	Slant	28)	31	FB		Draw
07)	27	HB	C	Slant	29)	32	FB		Dive
08)	28	HB	C	Sweep	30)	33	FB		Dive
09)	29	HB	C	Sweep	31)	34	FB		Trap
10)	21	HB		Draw	32)	35	FB		Trap
11)	22	HB		Dive	33)	36	FB		Slant
12)	23	HB		Dive	34)	37	FB		Slant
13)	24	HB		Trap	35)	38	FB		Sweep
14)	25	HB		Trap	36)	39	FB		Sweep
15)	26	HB		Slant	37)	76	Y		Reverse
16)	27	HB		Slant	38)	89	X		Reverse
17)	28	HB		Sweep	39)	98	Z		Reverse
18)	29	HB		Sweep	40)	11	QB		Draw
19)	31	FB	C	Draw	41)	12	QB		Scramble
20)	32	FB	C	Dive	42)	18	QB		Bootleg
21)	33	FB	C	Dive	43)	19	QB		Bootleg
22)	34	FB	C	Trap	44)	10	QB		Drop

How to Read Passing Plays

The passing plays listed below can be read in the following manner:

	64		A		Swing		5

Drop Back Type	Receiver	Pass Type	Distance
6 = Straight Drop	4 or A = HB	Swing Screen	Pass distance
7 = Play Action	5 or B = FB	Drag Hitch	in yards
8 = Roll Out	7 or Y = TE	Straight Curl	
9 = Shotgun	8 or X = SE	Comeback Up & Out	
	9 or Z = FL	Seam Out	
		Slant Cross	
		Post Out & Up	
		Fly Streak	
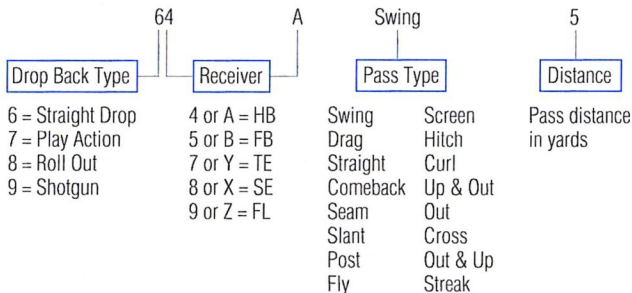
Passing Plays: Offense

45)	64	A	Flare	5	55)	65	B	Drag	4
46)	64	A	Screen	-5	56)	95	B	Hitch	6
47)	84	A	Drag	5	57)	65	B	Seam	11
48)	94	A	Hitch	7	58)	75	B	Curl	12
49)	64	A	Seam	12	59)	85	B	Comeback	15
50)	64	A	Curl	12	60)	65	B	Streak	24
51)	64	A	Comeback	15	61)	75	X	Screen	-1
52)	64	A	Streak	24	62)	68	X	Seam	7
53)	65	B	Flare	4	63)	68	X	Out	9
54)	65	B	Screen	-4	64)	68	X	Slant	11

65)	88	X	Cross	13
66)	68	X	Comeback	15
67)	78	X	Comeback	17
68)	98	X	Streak	20
69)	68	X	Curl	23
70)	68	X	Post	30
71)	78	X	Out & Up	33
72)	68	X	Streak	45
73)	77	Y	Screen	-1
74)	67	Y	Seam	7
75)	67	Y	Hitch	7
76)	97	Y	Out	7
77)	67	Y	Out	9
78)	97	Y	Cross	11
79)	87	Y	Comeback	13
80)	67	Y	Streak	15
81)	77	Y	Post	17
82)	67	Y	Streak	25
83)	79	Z	Screen	-1
84)	69	Z	Seam	7
85)	99	Z	Seam	9
86)	89	Z	Out	9
87)	69	Z	Curl	12

88)	79	Z	Cross	13
89)	99	Z	Comeback	15
90)	89	Z	Comeback	17
91)	69	Z	Streak	20
92)	69	Z	Post	29
93)	79	Z	Out & Up	31
94)	69	Z	Streak	45

Special Teams: Offense

All kickoff plays (95–99) are handled by play calling buttons.

95)	Normal
96)	Squib
97)	Onside
98)	Punt
99)	Field Goal

Defense

How to call plays

You must input four characters when calling plays:

1st digit—Formation Code (1–6, see formations below)

2nd and 3rd digits—Play Number (01–99), see plays below)

4th digit—Time Out Code (0=No T.O., 1=T.O.)

Example: 1011

1=3–4, 01=Play #, 1=T.O.
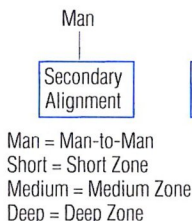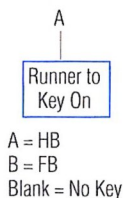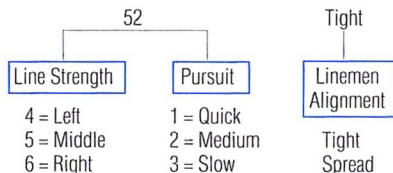
Formation Codes

These are the formation codes and corresponding formations available for deffensive plays:
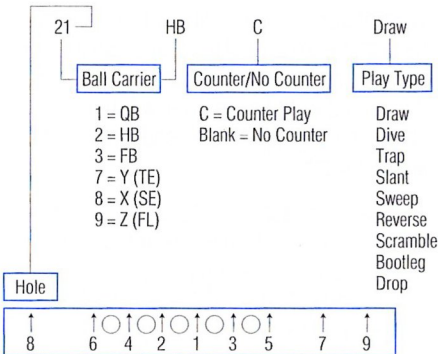
1=3–4

2=4–3

3=5–2

4=7–4

5=Nickel

6=Dime

How to Read Running Plays

The running plays listed below can be read in the following manner:

52		Tight	A	Man	1
Line Strength	Pursuit	Linemen Alignment	Runner to Key On	Secondary Alignment	Coverage Type
4 = Left	1 = Quick	Tight	A = HB	Man = Man-to-Man	Tight
5 = Middle	2 = Medium	Spread	B = FB	Short = Short Zone	Medium
6 = Right	3 = Slow		Blank = No Key	Medium = Medium Zone	Loose
				Deep = Deep Zone	

Running Plays: Defense

01)	52	Tight	A	Man	1		24)	52	Tight	B	Deep	3
02)	53	Tight	A	Man	1		25)	52	Tight	B	Man	2
03)	63	Tight	A	Short	1		26)	42	Spread	B	Man	1
04)	42	Tight	A	Medium	2		27)	42	Spread	B	Short	1
05)	43	Tight	A	Deep	3		28)	42	Spread	B	Medium	2
06)	63	Tight	A	Man	2		29)	42	Spread	B	Deep	3
07)	42	Spread	A	Man	1		30)	51	Tight	B	Man	1
08)	43	Spread	A	Man	1		31)	51	Tight	B	Short	1
09)	42	Spread	A	Short	1		32)	61	Tight	B	Medium	2
10)	42	Spread	A	Medium	2		33)	51	Tight	B	Deep	3
11)	42	Spread	A	Deep	3		34)	51	Tight	B	Man	2
12)	51	Tight	A	Man	1		35)	61	Spread	B	Man	1
13)	51	Tight	A	Short	1		36)	41	Spread	B	Short	1
14)	51	Tight	A	Medium	2		37)	41	Spread	B	Medium	2
15)	61	Tight	A	Deep	3		38)	41	Spread	B	Deep	3
16)	51	Tight	A	Man	2		39)	51	Tight		Man	1
17)	41	Spread	A	Man	1		40)	51	Tight		Short	1
18)	41	Spread	A	Short	1		41)	61	Tight		Medium	2
19)	41	Spread	A	Medium	2		42)	51	Tight		Deep	3
20)	61	Spread	A	Deep	3		43)	41	Spread		Man	1
21)	52	Tight	B	Man	1		44)	61	Spread		Short	1
22)	52	Tight	B	Short	1		45)	41	Spread		Medium	2
23)	63	Tight	B	Medium	2		46)	62	Spread		Deep	3

How to Read Passing Plays
The passing plays listed below can be read in the following manner:

41		Man	Y1		Spread	A
Line Strength	Pursuit	Secondary Alignment	Double Team	Coverage Type	Linemen Alignment	Runner to Key On
4 = Left	1 = Quick		X = Double SE	1 = Tight	Tight	A = HB
5 = Middle	2 = Medium	Man = Man-to-Man	Y = Double TE	2 = Medium	Spread	B = FB
6 = Right	3 = Slow	Short = Short Zone	Z = Double FL	3 = Loose		Blank = No Key
		Medium = Med. Zone				
		Deep = Deep Zone				
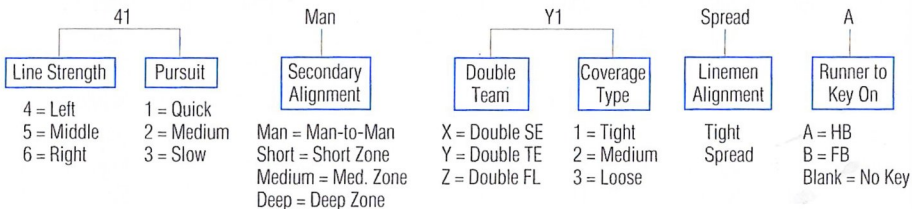
Passing Plays: Defense

47)	41	Man	1	Tight	A		59)	41	Short	Z2	Tight	
48)	41	Man	2	Spread	A		60)	61	Medium	1	Spread	A
49)	41	Man	1	Spread	B		61)	52	Medium	1	Spread	A
50)	41	Man	2	Tight	B		62)	43	Man	X1	Spread	A
51)	63	Man	2	Spread			63)	51	Medium	X2	Spread	
52)	51	Man	X1	Spread			64)	81	Medium	X2	Spread	A
53)	41	Short	X2	Spread			65)	63	Medium	X2	Spread	A
54)	41	Man	Y1	Tight			66)	41	Medium	X2	Spread	B
55)	51	Short	Y2	Spread			67)	41	Man	Y1	Spread	B
56)	42	Short	Y2	Spread			68)	53	Medium	Y2	Spread	B
57)	41	Short	Y2	Spread			69)	63	Medium	Y2	Spread	A
58)	61	Man	Z1	Spread	B		70)	41	Man	Z1	Spread	A
							71)	51	Medium	Z2	Spread	A

72)	41	Medium	Z2	Spread	B
73)	63	Medium	Z2	Spread	B
74)	41	Deep	X2	Spread	A
75)	41	Deep	X1	Spread	A
76)	41	Deep	X3	Spread	B
77)	41	Deep	Y1	Spread	B
78)	51	Deep	Y1	Spread	B
79)	61	Deep	Y1	Spread	B
80)	41	Deep	Z1	Spread	A
81)	61	Deep	Z1	Spread	
82)	51	Deep	Z2	Spread	
83)	41	Deep	Z3	Spread	
84)	61	Deep	Z3	Spread	

Blitzes: Defense

85)	41	Blitz (5)	1	Spread
86)	51	Blitz (5)	2	Tight
87)	51	Blitz (5)	2	Head Up
88)	61	Blitz (5)	2	Spread
89)	41	Blitz (6)	2	Spread
90)	51	Blitz (6)	3	Tight
91)	61	Blitz (6)	2	Spread
92)	41	Blitz (7)	2	Spread
93)	51	Blitz (7)	1	Tight
94)	61	Blitz (7)	2	Spread

Note: The number in parentheses indicates the number of players blitzing.

Special Teams: Defense
All kickoff plays (95–99) are handled by play calling buttons.

95) Normal
96) Squib
97) Onside
98) Punt Return
99) Kick Block